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CORP <NTT>**(72) Inventor:
**HORIGUCHI SHOICHI
UEMOTO NAOKO
NAGAI SHIGERU
MIYAGAWA ISAO
SUGIMURA TOSHIAKI**(54) **METHOD AND DEVICE FOR TEXTURE MAPPING, (S09).
AND RECORDING MEDIUM**

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(57) Abstract:

PROBLEM TO BE SOLVED: To automatically map optimum texture to respective polygons of a three-dimensional structure model by selecting a video image having the optimum texture, cutting the texture out of the video image, and automatically pasting the texture on the corresponding polygon.

SOLUTION: The three-dimensional structure model is read in (S03) and one object polygon is selected from the read-in three-dimensional structure model (S04). Further, a video image, etc., which does not have the texture corresponding to the selected object polygon is excluded from search images, which are narrowed down (S05). The video image having the best texture is selected out of the narrowed-down search images (S06) and read in (S07), and the texturecorresponding to the corresponding polygon is cut out of the read-in video image (S08) and pasted on the object polygon

